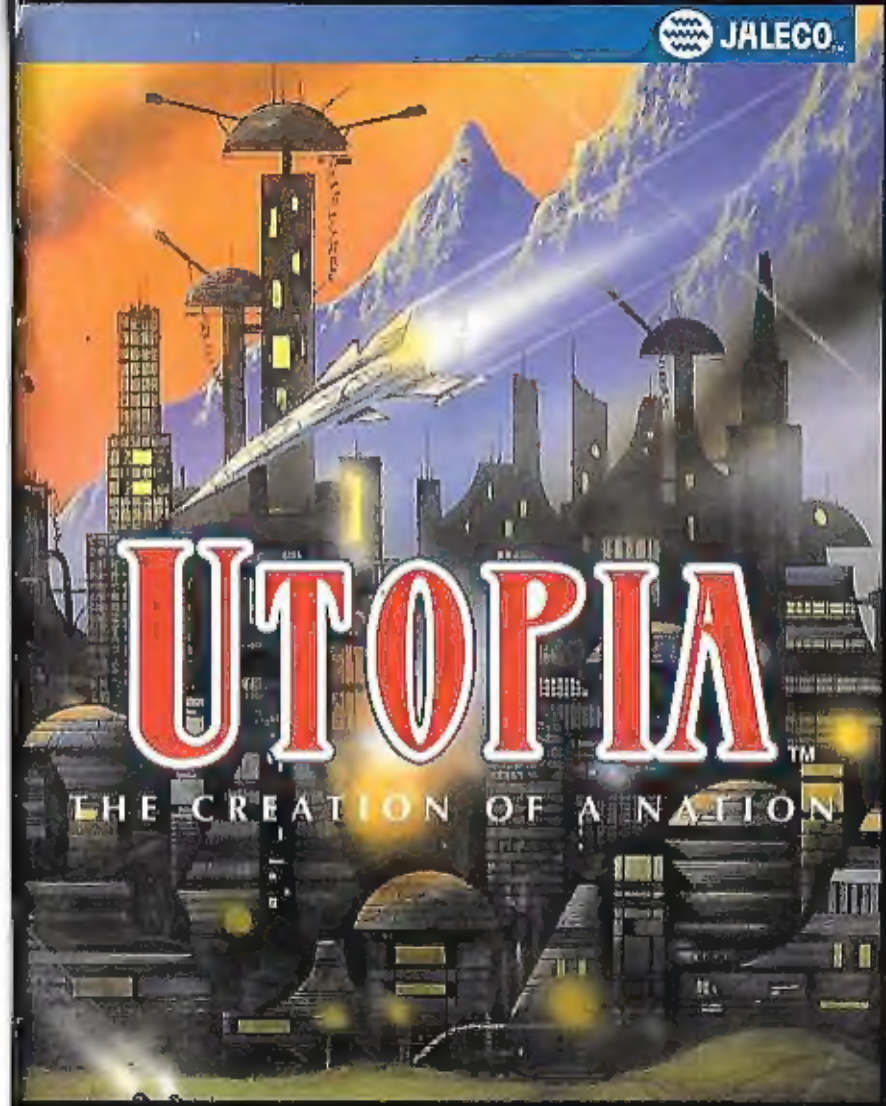
SNS-UP-USA

JALECO



UTOPIA™

THE CREATION OF A NATION

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

Video Game

JALECO® USA INC. LIMITED WARRANTY

Jaleco USA Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is," without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Nintendo®, Super Nintendo Entertainment System®, Super NES, and SNES are registered trademarks and trademarks, respectively, of Nintendo of America Inc. Jaleco® and the Jaleco logo are registered trademarks of Jaleco USA Inc. Utopia ™ & © 1993 Gremlin Graphics Software Ltd. Designed and coded by Gremlin Graphics Software Ltd. Licensed to Jaleco.™ & © 1993 Jaleco All rights reserved.

LICENSED BY Nintendo

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

JALECO USA INC.
685 Chaddick Drive
Wheeling, Illinois 60090
(708) 215-1811

WHY SHOULD YOU JOIN THE JALECO *MAJOR PLAYER'S CLUB!*

Here's what you get if you join:

- **WIN FREE GAMES**
  You'll be eligible to win free Jaleco games from our once-a-month drawings!
- **FIND OUT ABOUT NEW GAMES**
  Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! ***And more!***
- **TEST GAMES BEFORE THEY'RE RELEASED**
  Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released!* You could be selected as a **Jaleco *Major Player!***

Here's what you get if you don't join:

- **YOU GET NUTTIN' IF YOU DON'T JOIN!**
  And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- **Find the Jaleco*Major Player's Membership/Warranty* card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!

TABLE OF CONTENTS

INTRODUCTION..... 5
OBJECT OF THE GAME..... 7
GETTING STARTED..... 10
CONTROLS..... 11
PRACTICE SESSION..... 14
THE MAIN SCREEN..... 17
QUALITY OF LIFE..... 21
THE BUILDINGS..... 23
THE ADVISORS..... 30
THE MAP SCREEN..... 33
FINANCE AND INDUSTRY..... 34
SPYING..... 39
DEFENDING YOUR COLONY..... 40
THE COLONISTS..... 46
RESEARCH..... 49
SAVE GAME..... 52
TROUBLESHOOTING GUIDE..... 53
GAME TIPS — THE JALECO
MAJOR PLAYER'S HOTLINE..... 56
TAKING CARE OF YOUR JALECO GAME..... 57

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

INTRODUCTION

Burke looked up as his first lieutenant stepped into the room.
"Movement in Sector Y6, Commander."
"What is it?"
"We don't know for sure, but my guess is Eldorian troops. According to the latest intelligence reports, two units have recently established an outpost in that sector. Our radar has picked up several vehicles headed this way, and they're moving fast. ETA 15 minutes."
"Assemble the Battle Council — we need ground and air reconnaissance reports now!"
As the door shut, Burke leaned back in his chair and contemplated the situation. It could be a false report…interference — a malfunction in the monitoring equipment…but he knew it wasn't. The attack he'd been expecting for several weeks was on its way.

Burke entered the War Room and found the others waiting. "Air reconnaissance?"
"Nothing sighted yet, sir. However, spy reports suggest that…"
"Yes, I've read the latest reports. Ground reconnaissance?"
"The vehicles are now positively identified as Eldorian assault craft, heavily armed. Current ETA 10 minutes."
Burke turned to the Defense Minister. "What's our status, Jordan?"
"Shields, radar, and laser turrets all operational. We're as prepared as we'll ever be. Sir, I recommend that we dispatch a tank squadron to intercept the Eldorians immediately…and begin evacuating the colonists."
"How long until the ships are ready for launch?"
"Five, maybe six minutes."
"Let's do it. Red Alert!"

As the room cleared, Burke switched on the viewing screen. Five assault craft could be seen speeding across the rough terrain of Delta IV. A magnified view showed roof-mounted missiles on the top of each craft. He watched helplessly as they ground to a halt, launched their missiles, then quickly turned and disappeared in a cloud of dust. Burke switched to radar, wondering if their defenses would stand up to this kind of assault… after all, the new heat-seeking rockets had never been tested in battle.

He stared at the radar. As he watched, three of the enemy missiles disappeared from the screen…but the other two kept coming. Switching to full screen view, he saw the laser turrets on the outer perimeter open fire. One of the two remaining missiles exploded in mid-air, releasing vast plumes of green smoke that slowly blanketed the planet surface in an eerie fog. A moment later, Lieutenant Morgan burst into the room.

"Commander, sensors are indicating the presence a deadly bacterial agent…if it reaches the oxygen processors, it'll be in the life support system in ten minutes."
"Switch to emergency backup. How long do we have?"
"Only a few hours, sir. As you may recall, we had to divert a large quantity of our resources last month, and as a result…"
He stopped in mid-sentence, his eyes riveted to the view screen. As they watched in silence, the final missile scored a direct hit on the main power station. It collapsed in a pile of rubble.

A moment later the Defense Minister returned to the briefing room.
"Sir, I'm afraid we can't track the enemy missiles with any accuracy… they must be using some type of cloaking device. Air reconnaissance reports at least four more waves of assault vehicles heading this way. Looks like an all-out attack — what are your orders?"
"Gentlemen, we have very few options left. We can stay and fight, but the odds are against us…our technology is simply no match for these weapons. Give the order at once, Lieutenant — all military personnel are to join the evacuation immediately."

The next day, Burke replayed the whole scenario in his mind as he entered the conference room. The simulation had been impossible…a no-win situation from the start. What had they expected him to do — stay and fight to the end? Go out in a blaze of glory? He surveyed the advisory panel seated at the far end of the room. So, they were going to evaluate him, were they? Well, they could keep their command post…there must be easier ways to make a living.

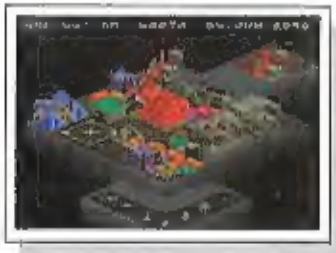
"Good morning, Commander. Allow me to introduce myself. I am Senior Colony Project Leader Coleman, and these are the other members of the Colony Advisory Panel…"

He introduced each one in turn, but Burke wasn't paying much attention. He'd never been very good at remembering names. He listened vaguely as they reviewed the current status of each colony and discussed plans for the future. He'd already decided to leave the service and get a nice easy job in the private sector…maybe start his own business…

"…as I was saying, we were all immensely impressed with your performance yesterday, Commander. Your administration skills are beyond question, but we needed to see how you'd react in a crisis. The Omicron system is on the frontier, and you're likely to meet some heavy resistance. Colonizing ten planets is a tall order, but we're confident that you…"

Burke was brought back to reality with a jolt as he realized what Coleman was saying…they were offering him the post — leader of the entire Omicron colony project!
"…so what do you say, Commander? Are you up to the challenge?"
Burke didn't hesitate for a minute. "When do I leave?"

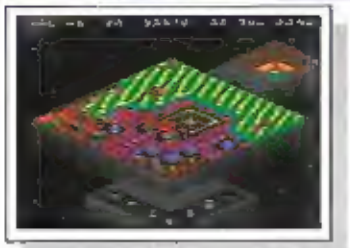
OBJECT OF THE GAME



Did you ever dream of creating a perfect society, free from crime, hunger, disease, even boredom? Impossible as it sounds, you're about to get the chance to make that dream a reality in *Utopia*…the ultimate blend of colony simulation and all-out adventure.
There's everything you'd expect in a true simulation — a full, rich environment complete with building construction, trade, population control, research, manufacturing, and a myriad of other elements. But *Utopia* takes the genre one step better, with an outer space setting and a whole new dimension…war. After all, what civilization would be complete without it?

The Planets
As Colony Leader, you're given the opportunity to establish settlements on ten

different planets. Each planet has its own unique terrain. Some are nothing but desert, with scattered outcroppings of rock and patches of dense space moss. Others feature lush green forests and vast expanses of bright blue water. You'll encounter everything from arctic tundra and fiery lava flows to bottomless crevasses and sulphurous lakes.



The characteristics of each landscape will restrict the layout of your colony, but should also provide you with clues as to the likely direction of an enemy attack. Study the map carefully before you begin building. You can move on to a new planet any time you wish, but don't be too hasty to abandon an existing colony. Experience in the field is invaluable... especially as each scenario is a little more difficult than the last.

The Aliens

Each planet supports its own hostile alien race, whose colony is located out of map range on the far side of the planet. It seems that the aliens have plans for expansion, too, and they're none too pleased to find you setting up shop in the same sector. In fact, once they realize what you're up to they can get downright nasty...so be prepared to defend yourself and your colony before long. With the proper funding, your spies can provide you with invaluable information about the aliens' features, habits, military strength, and plans for attack.

The Colony

You begin each venture with a small nucleus colony, including a population of 100 eager, enthusiastic settlers. You literally build your colony from the ground up, constructing living quarters, life support systems, hospitals, hydroponic food production domes, laboratories...maybe even a sports stadium or two. The Federation kindly supports you for the first few years, but when the Colony Grant runs out, you're on your own. Taxes bring in money, as does trade in supplies and raw materials. You are responsible for managing both of these variables.

With the threat of an alien attack imminent, one of your first concerns should be the defense of your colony. You have immediate access to a number of weapons, including laser turrets and missile launchers. Place radar installations on the perimeter of the colony to scan for enemy craft. The construction of tanks and spaceships requires a little more planning, but is well worth the effort. These units will give you the fire power and flexibility you need to defeat the invading forces...or even launch a strike of your own.

A sophisticated map and radar facility gives you instant access to detailed plans of the surrounding area. Use this screen to survey your forces and gauge the strength of an enemy attack. The map screen also indicates the location of valuable fuel and ore deposits hidden beneath the planet's surface — eventually. Both of these resources are necessary if you plan to maintain a well-armed colony. Another crucial factor in the development of your colony is research — be sure to supply enough money for both Military and Civilian grants. Doing so will ensure that your scientists are able to invent powerful new weapons and other devices that can make life easier for you and your colonists.

If all this seems a little daunting, don't be discouraged...you're not in it alone. The Federation has provided you with a team of six expert advisors, who keep you informed about day-to-day affairs and let you know when a problem develops. Their counsel chambers are open except when you have an energy shortage or if your Command Center is destroyed, and they provide a wealth of information about your growing colony and its people.

The Mission

Your ultimate goal is to make the people happy — specifically, to raise their quality of life to the highest possible level. To reach this goal, you should avoid the obvious problems: crowded living quarters, insufficient food or air supplies, a high crime rate. Shore up your defenses early, and be sure to maintain a strong military presense — defeat in battle can have a drastic effect on your colonists. Boost their morale by holding sports events, building more hospitals, lowering taxes, and controlling pollution. Will they ever be 100% satisfied? Probably not, but don't let that keep you from trying. Your efforts won't go unnoticed.

When you've had enough for one day, just save the game. You'll be able to pick things up again next time, right where you left off. *Utopia* is an open-ended

game, which means you can play it forever...as long as you don't get assassinated, wiped out by a virus, or destroyed by aliens. Hey, no one said this was going to be a totally risk-free venture. But if you've always wanted to be Commander-in-Chief and call the shots, now's your chance...with not one, but ten unique scenarios. It's the challenge of a lifetime — the creation of a society where everyone is happy, healthy, safe, and secure. In other words, a true *Utopia*...who could ask for more?

GETTING STARTED

1. Place the *Utopia* Game Pak into your Super Nintendo Entertainment System® and turn on the unit.
2. When the title screen appears, press any button to begin.

Game Options

The first game panel displays three options. Use the Control Pad to highlight an option, then press the **Y Button** to select that option.

MUSIC ON/OFF

Turn the music on or off.

START NEW GAME

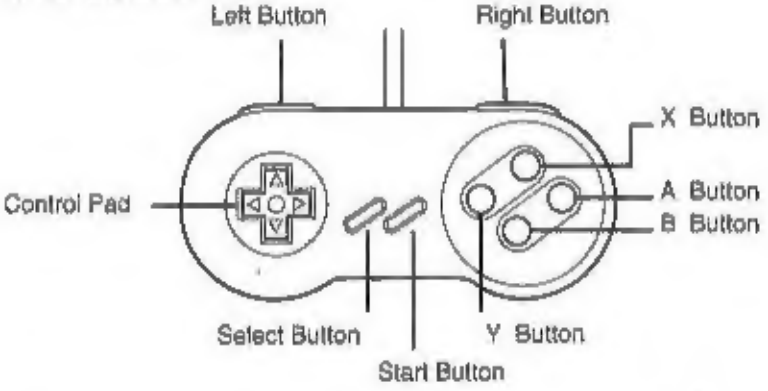
Choose this option to display a screen showing the names of the 10 available planets plus a Practice mode. Each planet has its own unique terrain and supports a different alien race. You may select any planet that you wish. However, since the scenarios are ranked in order of difficulty, we recommend that you begin at the top and work your way down. If you choose Practice mode, you will be placed on the first planet (Rhendor IV) without an alien threat. To choose an option, use the Control Pad to highlight that option and press the **Y Button**. Your options are:

Planets	Aliens
PRACTICE	NONE
RHENDOR IV	ELDORIANS
ALPHA CETI	VROARSCANS
VEGA III	SOOMANIIS
ASTORIA II	KAL-KRIKEN
BENEZAR IV	CATALYTES
ANTARES III	SQUIZ-QUIY
RUKBAT III	PASCALENES
BETA ZAN II	TILIKANTHUA
MERAK VI	VANACANCIA
GAMMA LUCRA	LUCRATIANS

CONTINUE

You may save a single game on your Super NES™ *Utopia* Game Pak. Highlight this option and press the **Y Button** to continue the saved game.

CONTROLS



Main Screen

Control Pad	Move **Up**, **Down**, **Left**, or **Right** to view the inhabitable portion of planet surface
A Button	Carry out the selected action
B Button	Switch cursor control between Planet View area and Icon Selection area
X Button	Switch cursor mode on Planet View (Construct, Demolish, Information)
Y Button	Reposition Marker on Planet View

On other screens, you will generally use the **A Button** to select an action and the **B Button** to exit the screen. Specific controls for each screen are provided in the corresponding sections of this manual.

Mouse Controls

Title Screen On the Title Screen, click either button to begin the game. To select an option from the first panel that appears, position the cursor over the option and click either button.

Main Screen On the Main Screen, the Hand cursor appears on the Planet View as well as over the Icon Selection area. On the Planet View, move the Hand to move the flashing cursor around the planet surface. Click the right mouse button to change the icon mode, from Build Mode to Information Mode to Demolish Mode.

Click the left mouse button to carry out the selected action. Use the arrows in the lower right corner of the screen to scroll the planet surface. Position the Hand cursor over the direction you wish to scroll and click either button. To select one of the icons at the bottom of the screen, position the Hand cursor over an icon and click either button.

Pause Position the Hand cursor over the Pause icon (ZZZ) and click either button.

Spy Screen Click the left button to view additional pages, and click the right button to view additional reports. Position the cursor over the X icon and click either button to return to the Main Screen.

Map Screen Click the left button to change the screen mode. Click the right button to return to the Main Screen.

Building Screen Position the Hand cursor over a building, then click either button to select that building and return to the Main Screen.

Advisors Screen Position the Hand cursor over an advisor, then click the left button to select that advisor and display the first information panel. Click the left button to display the next information panel, or click the right button to exit the panels. Click the right button again to return to the Main Screen.

Finance Screen Position the Hand cursor over the number you want to change. Click the right button to increase the amount, or click the left button to decrease it. To continue to the next panel, position the cursor over the X icon and click the left button. Position the cursor over the X icon and click the right button to return to the Main Screen.

Game Options Position the cursor over an option, then click either button to select that option. Position the cursor over the X icon and click either button to return to the Main Screen.

Position a Marker Move the Hand cursor over the Planet View and click the right mouse button until the Question Mark cursor appears. Position the Question Mark over the new location for the Marker, then click both buttons **at the same time** to display the Marker panel. Use the cursor to select a Marker number, then click either mouse button to move the selected Marker to the new location.

Deploy a Tank Position the Question Mark cursor over a tank and double-click the left mouse button to display the tank information panel. To select a marker, position the cursor over a marker and click either button. To select the number of tanks to send to that marker, position the cursor over the 00 in the line SEND 00 TANKS TO MARKER. Click the right mouse button to increase the number, or click the left mouse button to decrease it. Position the cursor over the X icon and click either button to deploy the tanks and return to the Main Screen.

Select a Ship Position the Question Mark cursor over a Ship Yard and click the left mouse button to display the ship information panel. Select a ship, then click either button to begin construction.

Deploy a Ship Position the Question Mark cursor over a ship and double-click the left mouse button to display an information panel for that ship. To change the ship's orders, position the cursor over the ORDERS line and click either button. To select a marker, position the cursor over a marker number and click either button. To exit the screen and deploy the ship, position the cursor over the X icon and click either button.

PRACTICE SESSION

This short learning guide is designed to give you a feel for the game and allow you to begin playing *Utopia* immediately, without reading the rest of the manual. During this practice session, you will be given the opportunity to create a small colony, accessing many of the major game screens and carrying out most of the basic commands and actions (excluding combat). However, you will need to read the rest of the game manual to understand the complexities of game play so that you may experience the full depth of *Utopia* . But now, on to the colony!

The Game Screen

Begin the game as instructed above, then choose START NEW GAME and select a PRACTICE game. You will be placed on the first planet (Rhendor IV), but the alien race there is programmed not to attack you — so relax! You begin the practice session with 500,000 credits and a Quality of Life factor of 50%, as displayed at the top of the screen. The center of the screen shows a 3-D, isometric view of a small portion of the planet surface. Seven icons are displayed beneath the Planet View. You will use these icons to access other game screens, as described later on.

Every scenario begins with a small nucleus colony, which contains 100 (150 in a Practice game) colonists and all of the basic necessities of life. Your goal is to expand this colony in an orderly and productive manner. Use the Control Pad to slowly scroll the view so that you can take a look at the rest of your colony. You will see a Launch Pad, your Control Center, a few Living Quarters, and various other structures. Notice the flashing cursor, which appears over the Planet View in the shape of a Construction Truck. This indicates that the cursor is in Build Mode. The two other modes are Information Mode (a Question Mark) and Demolish Mode (a Bulldozer).

Getting Information

To find out more about one of the buildings in your colony, you must switch to Information Mode. Press the **X Button** until the flashing cursor changes to a Question Mark. Next, position the cursor over one of your buildings and press the **A Button**. You will see a small panel describing the building. Press the **B Button** to exit the panel. Spend a few minutes examining each of the buildings in your colony. Notice that some panels provide more information than others.

Construction and Demolition

Constructing new buildings is a vital part of *Utopia*. To learn how to perform this task, you will now build more Living Quarters for your colonists. First, select Build Mode by pressing the **X Button** until the Construction Truck cursor appears on the screen. Next, press the **B Button** to display a Hand cursor at the bottom of the screen, near the icons.

Use the Control Pad to select the Build icon (the Hard Hat) and press the **A Button** to display the Buildings Screen. As you move the Hand cursor around the screen, the name of the selected building appears in the information panel. Select the Living Quarters (located in the upper right corner) and press the **A Button** to return to the Main Screen.

Notice that the building you selected now appears in the upper right corner of the screen, as a reminder. Press the **B Button** to return to the Planet View. Next, position the Construction Truck cursor over the spot you want to build and press

the **A Button**. Colonists are assigned automatically to the construction task and scaffolding should appear at that location. A message will appear on the screen if you cannot build because you are too far away from a power source. Construction time varies from building to building. The building will appear when the time is up.

To experiment with demolition, you will now demolish a solar panel (don't worry — it can be easily rebuilt!). Press the **X Button** until the flashing cursor on the main display changes to the Bulldozer. Position the cursor over a solar panel and press the **A Button** to demolish it. A pile of rubble will take the place of the solar panel. Press the **A Button** again to remove the rubble.

Looking at the Map

Press the **B Button** to display the Hand cursor at the bottom of the screen, then position the cursor over the Map icon (the Planet) and press the **A Button** to display the Map Screen. The main display shows all of the planet surface that is available for colonization. Black areas represent flat terrain on which you may build. Gray areas indicate mountains or other landscape features on which you may not build.

Your colony appears in the center of the screen, surrounded by a circle which indicates radar coverage. The flashing square corresponds to the area of the planet which is displayed in 3-D on the main game screen. A magnified view of this area appears in one corner. Use the Control Pad to scroll the flashing square around the surface. The numbers on the screen (1-8) represent markers to which tanks and spaceships may be sent.

The Map Screen shows three different aspects of your colony: its buildings, its natural resources, and its military equipment. Press the **X Button** to view each of these screens in turn. Notice that the color-coded legend at the bottom of the screen changes to identify the selected elements. When you have finished viewing the Map Screen, position the flashing square over your colony and press the **B Button** to return to the Main Screen.

Getting Advice

As Colony Administrator, you're not alone. You have six able advisors who watch over various aspects of your colony and make suggestions when appropriate...so pay attention! To see what they have to say, press the **B Button** to display the Hand cursor at the bottom of the screen, then select the Advisor icon (the Face) and press the **A Button** to display the Advisors Screen.

Position the cursor over one of the advisors and press the **A Button** to display a series of information panels. Press the **B Button** to exit the panels at any time. Take a few minutes to consult with each of your advisors in turn. Don't worry about the time — the clock stops as long as an information screen or panel is displayed. When you are ready to return to the Main Screen, press the **B Button**.

Conclusion

You have now seen most of the important game elements. Take as long as you want in practice mode, constructing buildings and experimenting with various other options. However, before beginning an actual game we strongly recommend that you read the rest of this instruction manual. It contains a wealth of information on many subjects not mentioned here, including trade, finance, spying, and ship and tank construction.

When you feel confident enough to play a real scenario, press the **B Button** to display the Hand cursor, then select the Options icon (the Computer Chip) and press the **A Button** to display the Options Screen. Choose START NEW GAME, then select the first planet (Rhendor IV) and press the **A Button** to begin. This scenario is identical to that of the practice scenario...except for the aliens, of course. Good luck!

THE MAIN SCREEN

The Main Screen contains a three-dimensional world view of one small section of the planet you are colonizing, along with other important game controls and information.

Planet View

The Planet View shows you a focused area of the planet surface. Using the Control Pad, you can scroll this view to see more of your colony and the planet. You perform three types of activities on the Planet View — the cursor on this portion of the screen changes shape to indicate which activity is selected. Press the **X Button** to switch between modes:

Information Mode. Cursor appears as a *Question Mark*. Allows you to display information panels describing the buildings in your colony.

Build Mode. Cursor appears as a *Construction Truck*. Allows you to place buildings on the planet surface.

Demolish Mode. Cursor appears as a *Bulldozer*. Allows you to tear down existing buildings and clear away wreckage.

Information Mode

Use the Control Pad to position the Question Mark over an existing building, then press the **A Button** to display the information panel for that building. Press the **A Button** again to hide the information panel once you have read the information. Some information panels simply identify the building. Others provide additional information. The Hospital information panel allows you to change the colony's birth rate. See the **BUILDINGS** section of this manual for more information.

Build Mode

Use the Control Pad to move the Truck to the desired location. Remember, you must build within 12 squares of a Flux Pod. Press the **A Button** to begin construction of the selected building. Scaffolding will now appear at the location of the cursor. Construction time varies from building to building. The building will appear automatically when the construction period is over. Note that you may not build on top of other buildings, scaffolding, wreckage, or a variety of terrain features.

Demolish Mode

Use the Control Pad to position the Bulldozer over wreckage or an existing building, then press the **A Button**. If you have demolished a building, wreckage now appears at that location. Press the **A Button** again to remove the wreckage.

Status

A status line at the top of the Main Screen shows the following information:

QOL 50% **CRD 50000** **01/JAN/2090**

QOL Quality of Life percentage. This begins at 50% and increases or decreases as the game progresses, depending on your skill as Colony Leader.

CRD Available credits (money). You are given 50,000 credits at the beginning of the game to spend as you wish. You will also receive a small allowance from the Federation every month for the first 50 months (four years and two months) in the form of a Colony Grant. This grant begins at 5000/month and decreases by 100 credits each month. Additional money comes from trade and taxes.

DATE The calendar begins at 01/JAN/2090 and runs continuously when the Main Screen is displayed at the rate of approximately one day every two seconds. The calendar stops and the game pauses whenever a secondary screen or an information panel is displayed.

Building Indicator

The Building Indicator is located below the date in the upper right portion of the screen. This indicator tells you which building is currently selected on the Building Screen. Each building occupies from one to four squares, depending on its size. When the game begins, the first building selected is a Flux Pod. To select another building, you must gain access to the Building Screen. The selection process is described fully later on in this manual.

Icons

Seven icons appear along the bottom edge of the Planet View. To select one of these icons, press the **B Button**. A Hand cursor appears at the bottom of the

screen. Use the Control Pad to position the Hand over an icon, then press the **A Button** to select that icon. When you have finished viewing the information on the selected screen, press the **B Button** to exit. From left to right, these icons give you access to the following screens and functions:

ZZZ	**Pause.** Press the **A Button** to pause the game, and press any button to continue. **NOTE:** The game also pauses whenever an information screen or panel is displayed.
Magnifying Glass	**Spy Information Screen.** Once you allocate money to the Spying Grant, your spies periodically will provide you with intelligence reports. **NOTE:** This icon will not be active until the first spying report is sent back. See the section on **SPYING** for more information.
Planet	**Map Screen.** An overview of the planet surface showing three different views, indicating the location of all buildings, natural resources, markers, and military equipment. See the full description of the **MAP SCREEN** for details.
Hard Hat	**Building Screen.** Shows all of the buildings currently available for placement within your colony, along with their cost and construction time. See the **BUILDINGS** section for more information.
Face	**Advisors Screen.** Gives you access to the information and suggestions provided by your six advisors. See the section on **ADVISORS** for more information.
$	**Finance/Industry Screens.** The first screen allows you to establish trade guidelines, set the tax rate, and fund grants. The second screen shows the number of colonists employed in each industry and the production levels of certain industries. The third screen allows you to buy goods from and sell goods to other colonies. See the section on **FINANCE AND INDUSTRY** for more information.
Computer Chip	**Save/Load Game.** Allows you to start a new game, save the current game, load a saved game, or turn the music on or off. See the **SAVE GAME** section for details.

Warning Indicators

When certain dangerous situations arise, a flashing warning indicator will appear in the lower left portion of the screen. These indicators are:

Light Bulb	Your colony is running out of power. Build a Power Plant or Solar Panel immediately.
Knife and Fork	Your colony is running out of food. Build more Hydroponics.
O_2	Your colony is running out of air. Build another Life Support facility.
Running Man	An unusual event has occurred somewhere within the colony. Position the Hand cursor over this indicator and press the **A Button** to go immediately to the scene of the event. Press the **A Button** again to return to your previous location.

QUALITY OF LIFE

In *Utopia*, success is measured in terms of the colonists' Quality of Life rating. This percentage is an indication of how well you are managing the colony and how happy the colonists are with their environment. The QOL factor is displayed at all times on the Main Screen so you can keep an eye on it. The rating starts at 50% and increases or decreases based on a wide range of factors, reflecting long-term trends rather than short-term benefits or disadvantages. The following are a list of few of the factors that affect the QOL.

Crime	A low crime rate will positively affect the QOL. As you might guess, if your colonists are happy they are less likely to turn to crime.

Morale	Your Psychiatric Advisor keeps you informed as to the colonists' morale level. Strive for high morale by ensuring that your colonists have adequate living quarters, food and air supplies, and an occasional sporting event to attend.
Combat	Winning battles or fending off an enemy attack can have a dramatic affect on the QOL. On the other hand, morale will plummet if the aliens repel an attack or manage to destroy part of your colony.
Tech Level	If you build laboratories and fund civilian and military research, your scientists will reward you by inventing new devices that can make life safer and easier for the colonists.
Organization	A well-organized colony gives the people a sense of security. If at all possible, keep your living quarters, hospitals, solar panels, and hydroponics away from military sites, construction yards, life support, and power stations. Plan your layout carefully and be sure to clear away any wreckage.
Colony Size	Large populations allow more social interaction, creating greater personal fulfillment. Life is easier because the workload is shared among a larger group.
Population	A low death rate along with controlled births adds to the colonists' feelings of security and well being.
Taxes	Keep taxes as low as possible to improve the QOL.
Environment	Pollution becomes a problem as industry expands and you embark on large construction projects. Investments in civilian research will result in new inventions that eliminate this pollution and create a healthy environment.

Your goal is to bring the Quality of Life rating as close as 100% as possible. You will receive achievement medals if you are able to reach and maintain a QOL rating of 60% or more. You may move on to the next scenario at any time, although we recommend waiting until your current QOL reaches at least 80%. You'll find that the skills you acquire in the early levels will be of use to you as you progress.

THE BUILDINGS

The placement and construction of buildings is the foundation of *Utopia*. You create the best of all possible worlds by deciding what to build, where to build it and when it should be built. Initially, you have 23 buildings to choose from. Each of these structures is described below.

The Buildings Screen

Press the **B Button** to display the Hand cursor, then select the **Building** icon (the Hard Hat) at the bottom of the Main Screen and press the **A Button** to display the **Buildings Screen**. As you point to a building on the Buildings Screen, the name, cost, and time required to build that structure are displayed. Buildings associated with new inventions (for example, Compressed Fuel Tanks) appear on the Buildings Screen as they are discovered. Some of these inventions will replace earlier obsolete structures.

Construction

After selecting a building, press any button to return to the Main Screen. Press the **B Button** to return to the Planet View area. Then select Build Mode by pressing the **X Button** until the Construction Truck cursor appears. Position the truck over the area you want to build on and press the **A Button** to begin construction. Scaffolding will appear.

Each building occupies one or more squares, depending on its size and complexity. An average of 30 colonists are recruited to work on each new building. A warning message will appear if there are no colonists currently

available to work on the new construction site. If this occurs, wait a minute or two and then try to place the building again.

Construction takes anywhere from one week to four months, depending on the building. The average construction time is one month. If you decide to demolish a building or if it is destroyed in an attack, the structure turns to rubble. To clear the wreckage from the screen, press the **X Button** to select the Demolish cursor, place the cursor over the wreckage, and press the **A Button** to remove the wreckage.

What to Build

There are 23 buildings falling into four broad groups: Support Systems, Defense, Industrial Development, and Community Enhancement. A network of basic support systems is provided with your startup colony, so you don't need to worry about those right away. On the other hand, you would probably be wise to shore up your defenses early on and begin preparing for the coming assault. That done, you can decide whether to throw your resources into industry or attend more directly to the needs of the people with hospitals and civilian grants. When in doubt, listen to your advisors — they can provide invaluable assistance in colony management.

Where to Build

Each startup colony includes a Flux Pod, which stores the colony's energy reserves. **All buildings must be located within 12 squares of a Flux Pod.** If you try to build outside the designated area, a warning message appears on the screen. You also get a warning if you try to build on top of rocky terrain, lakes, crevices, space moss trees, or other unsuitable areas. Try it and see.

You don't need a degree in city planning, but take your time and use some common sense in the layout of your colony. Don't build too close together or too far apart, and try to maintain a sense of order. Remember, an organized colony contributes to the well being of your colonists and raises the Quality of Life. If you're unhappy with the location of a building, you can call in the demolition crews and then rebuild it elsewhere, but this is both costly and time-consuming — better to get it right the first time.

When to Build

Build early! Once your basic colony is in place, keep on top of the situation by analyzing the information available to you and planning ahead. If you increase the birth rate, be sure to have plenty of Hospitals and Living Quarters available. Once the population reaches a certain level, you may want to start thinking about adding Security installations. If you build a Bank or Ship Yards, remember that you'll also need to build Mines, Chemical Plants, Fuel Tanks, Arms Laboratories, and Stores.

Check frequently with the Colony Administrator, who'll keep you up-to-date on the colony's Air, Food, Fuel, Power, and Ore reserves. If your usage starts to catch up to your production in any of these areas, it's time to build new facilities. You should also pay regular visits to the Senior Psychiatrist for reports on morale, population control, and crime. Pay attention to all of your Advisors, but don't wait for them to prompt you — by that time it's already too late, and the colonists may suffer for several months while the new buildings are under construction.

Buildings

The following provides a brief description of each of the 23 original buildings, its purpose, and the part that it will play in the development of your colony. The buildings that result from new inventions are described in a later section.

Arms Laboratory

Produces weapons which are then stockpiled in your Stores. **Weapons are required for the construction of Tanks and Spaceships.**

Chemical Plant

Extracts fuel from the ground for use in Spaceships (Tanks do not require fuel). **Chemical Plants must be built near fuel deposits.** Use the Map Screen to locate deposits close to your colony site — you may have to guess at first, before the Fuel Detector is invented. Plant production depends on the yield of fuel underneath it.

Command Center

Critical to the security of your colony. You may construct as many

Command Centers as you like, but only one will be active at any given time. Because the active Command Center is a primary target in alien attacks, you would be wise to construct at least one backup Center. If the active Command Center is destroyed, the backup will be activated automatically. Your colony can exist without an active Command Center, but several key functions will shut down... we'll leave it up to you to discover what they are.

Flux Pod

Stores surplus power for later use. An information panel is displayed when you select a Flux Pod in Information Mode. This panel indicates the amount of power currently stored in all Flux Pods, as well as the maximum number of storage units available. Each Flux Pod can store 20 power units. **All buildings must be located within 12 squares of a Flux Pod.**

Fuel Tank

Stores the fuel produced by Chemical Plants or required in trade. An information panel is displayed when you select a Fuel Tank in Information Mode. This panel indicates the amount of fuel currently stored in the selected Tank, as well as the maximum number of storage units available in all existing Fuel Tanks. Each Fuel Tank can hold up to 800 units of fuel. **Fuel Tanks must be located within eight squares of a Launch Pad (for refueling by Ships).**

Hospital

Improves morale, cures viruses, and enables you to control the birth rate. You may build as many hospitals as you like. An information panel is displayed when you select a Hospital in Information Mode. This panel indicates the total number of Hospitals, the number of medics employed in those hospitals, and the current birth rate (NONE, LOW, MEDIUM, or HIGH). To change the birth rate, press the **Y Button** until the desired birth rate appears.

Hydroponics

Controlled environment that uses special nutrients to produce food for the colonists. **Each Hydroponic dome provides enough food for 100 people per month.** The Colony Administrator can provide you with Food Storage, Production, and Usage figures.

Laboratory

Staffed by scientists who conduct research and produce new inventions such as Ore Detectors and Long Distance Radar. More information about these inventions is given later on. Be sure to allocate money for Military and Civilian Grants or the inventions will be few and far between. Grants are funded on the Finance Screen. The Head of Research keeps you up to date on the latest developments and lets you know when more money is needed.

Laser Turret

Used to defend the colony. Once built, they enter "auto seek" mode, continuously rotating in search of a target. When an enemy is detected, the Turret fixes its position and fires at regular intervals. Its range is a 30-degree cone extending approximately six squares in the direction of the barrel.

Launch Pad

Holding location and refueling facility for Spaceships. **Each Ship Yard must have an adjacent Launch Pad on which newly constructed ships can be stored until needed.** A warning message appears and ship construction halts if a Launch Pad is not available. Be sure to place Fuel Tanks near each Launch Pad — your spaceships will not be able to take off unless there is fuel available. You can refuel a ship by landing on a Launch Pad, but only if it is within eight squares of a Fuel Tank.

Life Support

Converts the unbreathable planet atmosphere into oxygen. Each Life Support unit provides enough oxygen for several hundred people per month. Life Support units also store surplus air for later use. The Colony Administrator can provide you with oxygen Storage, Production, and Usage figures.

Living Quarters
Special apartments where all colonists live. Each building provides enough space for 50 colonists. The Psychiatric Advisor reports on population density — check this figure often, especially if you have increased the birth rate. A density of 100% or higher decreases morale.

Mine
Extracts ore from the ground. **Mines must be built near ore deposits.** Use the Map Screen to locate deposits close to your colony site — you'll see more once your scientists invent the Ore Detector. Mine production depends on the yield of ore underneath it. **Ore is required for the construction of Tanks and Spaceships.** Gems are a by-product of mining and can be used for trading purposes.

Missile Launcher
Used to defend the colony. Each Launcher contains one missile, which must be fired by the player — see the section on **DEFENDING YOUR COLONY** for more information. You do not need to aim the missile — if a target is present it will home in on it automatically. The missile will not launch if it does not detect an enemy target within range. The Missile Launcher will disappear once its missile has been fired.

Power Station
The main means of generating power for your colony. **Each Power Station provides 50 units of power per month.**

Radar
Scans for approaching enemy craft. Enemies are only detected when they are within radar range. Access the Map Screen to view your radar coverage. Coverage is determined by the number and position of your Radar towers, so build as many as you feel is necessary. Try to position Radar towers for maximum cover, without gaps or overlap.

Security
Prevent crime within the colony. You will be advised when a crime is committed, but it is advisable to build one or more Security headquarters before the problem gets out of hand.

Ship Yard
Used to construct up to six different types of Spaceships. Each Ship type and the Ship construction process is described in a later section. A Ship Yard can build only one Ship at a time, so you may want to have several Yards to increase your production capabilities. **Both Ore and Weapons must be available before a Ship can be built.** The amount needed is based on the size and power of the Ship. If supplies are low, construction will stop until the Stores are replenished.

Remember to build a Launch Pad next to the Ship Yard (or vice versa). Ships will appear on the Launch Pad as they are finished. If there is no Launch Pad, a warning is given and production stops until one is built. For refueling purposes, Fuel Tanks must be placed within eight squares of the Launch Pad. You may either purchase the fuel or supply it through your own Chemical Plants.

Solar Panel
Low-tech method of power generation that is cheap and quick to build, although relatively inefficient. **Each Power Station provides 2 units of power per month.** Solar Panels are useless during the frequent solar eclipses, so you may experience power shortages if you rely heavily on this source.

Sports Complex
Provides rest and relaxation for the colonists. After building a Sports Complex, you may call an event once every three months. Events open on the first day of the next month and last an entire month. Calling an event boosts the morale of the colonists, but means that the work will be done since everyone is in attendance.

To call an event, switch to Information Mode and select the Sports Complex. An information panel lets you know whether or not an event may be called. To call an event, press the **Y Button**. Press the **A**

Button or the **B Button** to exit without calling an event.

Store
Used to store various items for later use or trade. These items are FOOD, ORE, GEMS, WEAPONS, and TECH GOODS. Items are stored automatically once they are bought or produced. Each Store can hold a maximum of 1000 units. A warning message appears when your existing Stores are full.

Tank Yard
Used to construct Tanks. **Both Ore and Weapons are required for tank production.** Construction begins as soon as the Tank Yard is built and continues up to 100 tanks as long as there are available resources, producing one Tank every two to three months. Each Tank Yard can build only one Tank at a time, so you may want to have more than one Yard to increase production.

Once a Tank is built, it will appear in any empty square immediately next to the Tank Yard. Thus, a maximum of eight Tanks may be around a Tank Yard at any one time. If all eight squares are occupied, Tank production halts until one or more of the squares is made available. Tanks do not require fuel, and may be moved away from the Tank Yard at any time by directing them to a specified Marker. A complete explanation of Tank deployment is given in a later section.

Workshop
Produces Tech Goods for trade purposes only.

THE ADVISORS

As Colony Leader, you are fortunate to have at your disposal six excellent advisors. Press the **B Button** to display the Hand cursor, then select the Face icon at the bottom of the Main Screen and press the **A Button** to display the **Advisors Screen**. The advisors are:

Senior Psychiatrist **Civil Engineer** **Head of Research**

Colony Administrator **Financial Consultant** **Supreme Commander**

Each advisor provides constant reports on the status of their particular area of expertise. This includes day-to-day affairs as well as crisis situations. You may follow their advice or ignore it and choose your own route. To select an advisor, use the Control Pad to position the Hand cursor over the advisor and press the **A Button.**

The first display panel shows the name of the advisor and presents the information that they have gathered. Press the **A Button** again to display their advice. Press the **B Button** to return to the Advisor Screen while viewing a panel. Since the game is paused on the Advisor Screen, you may spend as much time as you like viewing the information. Each of the six advisors and the information they provide are described in more detail below. Press the **B Button** to exit this screen.

Senior Psychiatrist
The Senior Psychiatric Advisor keeps track of the total number of colonists and how each colonist is occupied. Categories include Builders, Technicians, Medical Scientists, and Security personnel. He also reports on the current morale, birth rate, population density, birth, and death figures for the previous month and any crime occurring in the colony. Pay particular attention to the population density, which is the percentage of occupied Living Quarters. As long as it is at or below 100%, your colonists will be adequately housed. Densities above 100% decrease the colonists' morale. The Advisor provides a warning when the figure rises above 90%.

Civil Engineer

The Civil Engineer provides an alphabetical list of all available buildings and other structures, and indicates how many of each are currently present in the colony.

Head of Research

The Head of Research identifies the current Tech Level, the number of Laboratories and Scientists, and the amount of money left in the Military and Civilian Research Grants. Your Tech Level will increase if you build more Labs and fund more research. As the Tech Level advances, so does the quality and quantity of scientific breakthroughs.

Colony Administrator

The Colony Administrator reports on the status of five vital commodities: Air, Food, Fuel, Power, and Ore. For each commodity the Administrator identifies the amount stored, the amount produced last month, and the amount used last month. As you look at this screen, make sure that your monthly usage figures do not exceed your production figures. If you are using more than you produce, your stores will dwindle and the colony will begin to suffer as a result.

Financial Consultant

The Financial Consultant keeps track of your Income and Expenditure for the current month and year, the Tax Rate, and Current Funds. Gross Income is supplied from three separate sources: the Colony Grant, Trade Income, and Colony Taxes. The Colony Support Grant is money supplied to you every month for the first few years to help get the colony off to a good start. Trade Income is the profit you earn from selling surplus goods. See the section on **FINANCE AND INDUSTRY** for more information about trading. Colony Taxes are collected from your people at the specified rate (0 to 20%). The basic tax rate is 15%, but you may increase or decrease this figure on the Finance Screen. It's no surprise that a low tax rate improves colony morale.

Supreme Commander

The Supreme Commander reports on your defensive and offensive military status detailing your arsenal of ground-based weapons, Tanks, and Spaceships.

THE MAP SCREEN

Press the **B Button** to display the Hand cursor, then select the **Planet** icon at the bottom of the Main Screen and press the **A Button** to display the **Map Screen**. This screen shows the entire planet surface that is available for colonization. Flat terrain is shown in black. Rocks, trees, lakes, and other landscape features are shown in light gray. The circle of darker gray surrounding your colony represents your initial radar coverage. This coverage will increase as you add more radar installations. Markers numbered 1-8 indicate the locations to which you may send Tanks or Spaceships. See the section entitled **DEFENDING YOUR COLONY** for more information about Markers.

The portion of the panel currently displayed on the Main Screen is enclosed in a flashing square on the map. A magnified view of this area also appears in one corner of the screen. You may use the Control Pad to move the square around the map. Notice that the magnified view changes accordingly. Press the **B Button** to exit the Map Screen and return to the Main Screen. When you return to the Main Screen, the new area defined by the square will be displayed.

Map Screen Modes

The Map Screen provides you with access to three viewing modes that display different aspects of your colony. Press the **X Button** to switch between modes. The legend at the bottom of the screen changes to identify the elements displayed in each mode. The modes are:

Buildings Mode **Ore/Fuel Mode** **Weapons Mode**

Buildings Mode

Shows all of the buildings in your colony. Command Centers, Scaffolding, Wreckage, Launch Pads, Living Quarters, and Power Sources are color-coded for easy identification.

Ore/Fuel Mode

Shows the location of Ore and Fuel deposits, as well as Mines and Chemical Plants. This view also shows Command Centers and Living Quarters. Note that most of the Ore and Fuel deposits will not appear until you have discovered them (through the invention of the Ore Detector or the Fuel Detector).

Weapons Mode

Shows the location of all defensive weapons (Missile Silos, Gun Turrets, and Land Mines), Command Centers, Launch Pads, Tanks, and Ships (both friendly and enemy).

FINANCE AND INDUSTRY

Although financial concerns and industrial production may initially take a back seat, they cannot be ignored in the long run if you intend to raise the standard of living and protect your colony from invasion. Finances include such things as trade, taxes, and research grants. A thriving industrial sector allows you to create Tanks and Spaceships, as well as technician goods for trade. Each is described below.

Press the **B Button** to display the Hand cursor, then select the **$** icon at the bottom of the Main Screen and press the **B Button** to display the **Finance/Industry Panels**. These screens are:

- **Finance Organization Panel**
- **Industry Information Panel**
- **Manual Trading Panel**

To move from one panel to the next, position the cursor over the **X** icon at the lower left corner of the panel and press the **A Button**. To return to the Main Screen from any panel, press the **B Button**.

The Finance Organization Panel

The first panel that appears is the **Finance Organization Panel**. The information at the top of the panel relates to automatic trading. If you have the time and the information, you may also perform manual trading, which is described later in this section. The remaining information in the panel concerns taxes and grants. To change one of the values on this panel, highlight the value by positioning the cursor over that line. Press the **X Button** to increase the figure, or press the **Y Button** to decrease it.

Automatic Trading

The six commodities available for trading are listed at the top of the **Finance Organization Panel**. These commodities are:

FUEL	FOOD	ORE
GEMS	WEAPONS	TECH

The **UNITS** column shows you how many units of each commodity are currently available. The **KEEP** column shows you the percentage of each commodity that is being retained for colony use. The default value is 80% for all commodities. The computer performs automatic trading once a month, based on the percentages shown here. If no units are available, none will be traded.

Since your colony does not use GEMS or TECH GOODS, you can safely set the percentage for both of these commodities to 0. You may also wish to change the

other values based on the needs of your colony, although it is probably not wise to trade more than 50% of your FOOD, FUEL, ORE, and WEAPONS. Monitor this panel throughout the game to see where surpluses are building up, then set the values accordingly.

Taxes

Once the Colony Grant runs out, your colony will need to become financially self-sufficient. Collecting taxes from your colonists is one way of earning the money you need. The base tax rate is 5%. You may reduce or increase this amount, depending on your financial needs. The lower the tax rate, the higher the colonists' morale. The value range is 0-20%. The new tax rate will not take effect until the first day of the next year, and will remain in effect at least one year.

Grants

You are responsible for funding three grants. These grants are the **Military Grant**, the **Civilian Grant**, and the **Spying Grant**. Your scientists will discover useful new inventions more quickly if you supply them with money in the form of Military and Civilian Grants. Military Grants go toward the development of new weapons and better defenses. Civilian Grants go toward environmental research and other non-military pursuits. You also must fund the Spying Grant in order to receive intelligence reports from your spies in the field. No spying will be done unless money is allocated to this Grant. You may give as much as you wish from your current funds, in units of 1000. The Current Funds amount at the bottom of the panel shows how much will be left for general use.

The Industry Information Panel

This panel shows you how many colonists are currently employed in each type of industry (excluding building construction). The average is 10 employees per building. Each type of work is identified by the building associated with it. These buildings are:

Industry	Product
ARMS LAB	Weapons
CHEMICAL PLANT	Fuel
MINE	Ore
SHIP YARD	Spaceships
TANK YARD	Tanks
WORKSHOP	Tech Goods
HOSPITAL	
LABORATORY	
SECURITY	

Monthly production figures are given for the first six industries. Weapons, Ore and Tech Goods are sent to your Stores unit as needed. Fuel is stored in Fuel Tanks. Spaceships appear on the Launch Pad, which must be built next to the Ship Yard. Tanks appear next to the Tank Yard. Production figures are not provided for HOSPITALS, LABORATORIES or SECURITY headquarters.

You may only view the information on this panel, not change it. To increase the number of colonists employed in a particular area, construct more buildings of that type. To decrease the number of colonists employed in a particular area, demolish one or more of those buildings. Increasing the number of technicians raises production levels, but at the same time reduces the number of colonists available for new construction. Your goal is to find the right balance between industry, service, and construction.

Manual Trading Panel

The six commodities available for manual trading are the same used in automatic trading: FUEL, FOOD, ORE, GRMS, WEAPONS, and TECH. The four values across from each commodity show you the following information:

UNITS	Units on hand
COST	Current market price per unit
SUPP	Units available for you to buy (SUPPLY)
DEMD	Units requested by other colonists (DEMAND)

Position the cursor over a line to highlight that line. A prompt appears at the bottom of the panel if you are able to buy or sell that product. Press the **Y Button** to carry out the transaction. No prompt appears if there is no supply or demand for a product, or if you do not have any available for trade. Purchased fuel is stored in Fuel Tanks. All other goods go to your Stores. If you do not have the necessary facilities or if the existing facilities are full, you will not be allowed to buy any goods.

The cost, supply, and demand values for each commodity will vary from month to month. You can buy only as many units as are available (SUPP), and you can sell only as many units as are needed by others (DEMD). As in outtrading, you may sell as many ORMS and TECH GOODS as you are able, since these items are not needed by the colony. On the other hand, be careful not to cut too deeply into your reserves of such vital commodities as FOOD, FUEL, ORE, and WEAPONS. You may wish to consult with the County Administrator first to review your Storage, Production, and Usage figures.

If you suddenly find yourself short of a vital commodity such as FOOD, you may be able to purchase enough to take care of your short term needs while additional production facilities are being built. Try not to rely on this method, however. Prices may rise dramatically, or the supply may drop off just when you need it most. Better to exceed your own production needs and sell the surplus for extra cash.

When you are finished trading, press the **B Button** to exit the panel. You may only perform manual trading once a month. Therefore, make sure you complete all necessary trading before exiting this panel. If you have already performed manual trading during the current month, a message to that effect will be displayed and the **Manual Trading Panel** will not be available. No autotrading will take place during any month in which you perform manual trading.

SPYING

In the tradition of all great expansionist powers, we recommend that you take up spying. How else will you know what the enemy is up to? Your spies are paid in the form of a Spying Grant, which you fund on the **Finance/Industry Panels**. The more money you give them, the more information you'll get back, and the more reliable that information will be. Spies are sent into the field automatically once you provide them with funds. Their reports will appear on the **Spy Information Panel** as information becomes available.

Once you see a message telling you that an Intelligence Report is available, press the **B Button** to display the Main Screen. Then select the **Magnifying Glass** icon at the bottom of the Main Screen and press the **A Button** to display the **Spy Information Panel**. *NOTE: This panel is not available until the first report arrives.*

Intelligence Reports

The current Surveillance Level is displayed at the top of the panel, along with the amount remaining in the Spying Grant Fund. This is followed by the page count and report count, and then the report itself. Typical reports include descriptions of the aliens and their weapons, their Tech Level, and the likelihood of an imminent attack. The more money you provide, the more reliable the information will be. Keep an eye on the amount in the Spying Grant as it decreases over time. If the money runs out, no spying will take place until more funds are provided.

If there is more than one page in the current report, the word "MORE" appears at the bottom of the screen. Press the **Y Button** to display the additional page(s). Old intelligence reports remain available at all times, even after new reports come in. The most recent report appears first, followed by any previous reports. If more than one report is available, press the **X Button** to display each of the earlier reports in turn. Press the **B Button** to exit the **Spy Information Panel**.

Surveillance Level

Three levels of surveillance are possible, depending on the funds provided in the Spying Grant. The higher the spying level, the more quickly the funds are used up. The quantity and quality of the information you receive depends entirely on how much you're willing to spend. The levels are:

1: Low Level Surveillance. A minimum amount of spying will be carried out. The information provided will be a mixture of basic facts and speculation.

2: Normal Intelligence Activity. Your spies will provide a regular supply of fairly reliable information.

3: Special Operatives in Use. Your best agents will carry out dangerous infiltration missions to bring you the highest quality information possible.

DEFENDING YOUR COLONY

You may think that keeping your people housed, fed, and happy is enough to keep you out of trouble for the next few years. Well, guess what? Think again. You're not the only life form attempting to establish colonies in this sector of the galaxy, you know. Wherever you go, you're bound to encounter a few hostile aliens sooner or later.

O.K., make that sooner. The Alien Federation has claimed this quadrant for their own, and they're not about to give up without a fight. Each planet is occupied by a different alien race who are determined to have the entire planet surface for themselves. As you'll find out, different alien races use different battle tactics. Some rely on air-based weapons while others use ground-based artillery. The smart ones use a combination of the two. Take advantage of your spying capabilities to scope out the opposition — otherwise you're liable to find out the hard way.

Your basic weapons include Laser Turrets, Missile Launchers, Tanks, and Spaceships. All are vulnerable to enemy attack. Laser Turrets and Missile Launchers maintain fixed positions. Tanks and Spaceships can be moved to various locations using specially placed Markers, and will fire automatically at enemies within three squares of their position. For best effect, place these mobile units throughout the colony to act as sentries. Concentrate most of your forces on the edges of the colony, but be ready to deploy them to any area when an enemy strike occurs.

If you build Laboratories and fund Military Research, your scientists will reward you with helpful new inventions like Land Mines, Bomb Detectors, and Spy Satellites. See the section on **RESEARCH** for more information.

Laser Turrets

Laser Turrets use auto-seeking sensor devices to scan the surrounding area continuously for alien forces. A Turret will lock on and open fire if an enemy is detected within six squares of its location. Laser Turrets are best built where they can cover a wide area, away from buildings and other obstacles. A good defensive strategy is to circle your colony with Laser Turrets to cover all approaches. See the section on **BUILDINGS** for more information on Laser Turrets. A note from the Head of Research: your scientists are currently developing a high-powered version of the Laser Turret called the Plasma Gun. Sounds promising.

Missile Launchers

Each Missile Launcher is equipped with a single high-density explosive missile that you must fire. Because they have a limited range, Missile Launchers should be positioned on the edges of your colony. Rumor has it that an improved version with greater range and explosive power is in the works.

To fire a Missile, position the Question Mark cursor over the Missile Launcher and press the **A Button**. The missile will target automatically and then home in on any enemy within its range. A message will inform you if no target is found. If the target is destroyed before the missile reaches it, the missile will explode harmlessly in the air. Once the missile is fired, the Launcher will disappear.

Markers

Markers are little flags that identify the locations to which your Tanks and Spaceships can be sent. At the beginning of a game, eight Markers are positioned around the startup colony. You can change the location of these Markers whenever you wish. Place your Markers wisely — a successful defensive strategy depends in large part on the effective deployment of Tanks and Ships.

Repositioning a Marker

To reposition a Marker press the **X Button** and the Question Mark cursor appears on the Planet View. Position the cursor over the spot you would like to move a Marker to, then press the **Y Button**. Use the Hand cursor to select a Marker number, then press any button to move the selected Marker to the new position. To exit this screen without making a change, move the Hand cursor off the Marker numbers and press any button.

Tanks

Mobile Tank units enable you to defend your colony more effectively and can even be used to launch a pre-emptive strike against alien cities (see below). In order to construct Tanks, you need both Tank Yards and a ready supply of Ore and Weapons. You may trade for these goods, or produce them yourself by building Mines and Arms Laboratories. See the section on **BUILDINGS** for details.

A fully operational Tank Yard will produce one Tank every two to three months. The finished product appears in any open square immediately next to the Tank Yard. Move your Tanks into position using the Markers, as described below. Once in place, Tanks are always on the alert and will fire at any enemy presence within three squares of their location.

Deploying Tank Units

To send a Tank to a Marker, position the Question Mark cursor over one of your Tanks and press the **A Button** twice rapidly. An information panel appears showing the selected Tank's current Hit Points and the total number of Tanks in operation. Select a destination Marker by positioning the cursor over a Marker number and pressing the **A Button**. Select the letter A to send a Tank to the Alien City. If your spies have not yet discovered the Alien City this order will not be obeyed.

Next, position the cursor over the number 00 in the line SEND 00 TANKS TO MARKER X. Press the **X Button** to increase this number and press the **Y Button** to decrease it. When you are ready, press the **B Button** to exit this screen and deploy the selected Tank. If you wish, you may scroll the Planet View to watch the tank's progress. The Tank will continue to move only while the main game screen is displayed. If you select more than one Tank, the chosen Tank and those closest to it will be sent. The Tanks will drive to their new location and stop when they reach it. If they cannot reach the designated Marker they will patrol around the vicinity.

Tank Inventions

One of the advances made possible by scientific research is the Hover Tank. This new and improved model is more powerful than its predecessor and uses a hover-jet propulsion mechanism to advance easily over rough terrain. Well worth the investment, wouldn't you say? Another invention you may see in the future is a Tank Teleport, a device which allows you to transport Tanks instantly from one location to another.

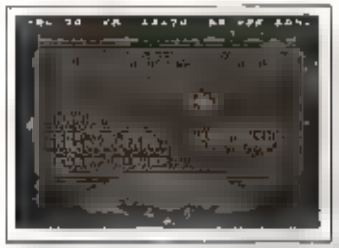
Spaceships

Like Tanks, Spaceships are positioned using Markers and will automatically fire on enemies within three squares of their position. They, too, can be used in offensive assaults against the enemy and require both Ore and Weapons during the construction process. However Spaceships are more versatile than Tanks in that they can fly over obstacles and possess a wider range of weapons. Spaceships also require Fuel, which can be bought on the open market or produced in Chemical Plants. See the section entitled **Buildings** for more information.

Your Ship Yards are initially equipped to build five different types of Spaceships. A sixth Ship, known as the Fusion Cruiser, is currently in development. This Ship is nuclear-powered and does not need fuel. The larger and more powerful the Ship, the longer it will take to build, the more Ore and Weapons it will require during construction, and the more fuel it will use. The Ship types are:

Ship Type	Offense	Hit Points	Fuel	Ore
Explorer	0	10	80	50
Fighter	3	20	80	50
Assault Craft	3	15	120	100
Cruiser	4	20	200	180
Fusion Cruiser	4	30	none	0
Warship	5	30	240	240

Building a Spaceship



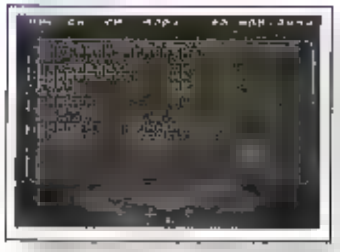
Before building a Ship, first make sure that you have plenty of Ore, Weapons and Fuel. Build each Ship Yard next to a Launch Pad and place several Fuel Tanks close by. A warning message will appear on the screen if you do not have enough of a part or raw material. Each Ship Yard constructs only one Ship at a time, so you should build several Ship Yards to speed up construction.

To select a Ship, position the Question Mark cursor over the Ship Yard and press the **A Button**. The information panel shows a picture of the available Ship. Position the cursor over a Ship to display its name, the amount of time needed to build, and the amount of Ore required. After selecting a Ship, press any button to begin construction.

You may follow the Ship's progress by selecting the Ship Yard during construction. The information panel will display the number of months remaining. A tone will sound when construction of the Ship is complete. Once a Ship has been built, it will appear on the adjacent Launch Pad and fill its tanks from nearby Fuel Tanks.

Deploying Spaceships

To deploy a Ship, position the Question Mark cursor over the ship and press the **A Button** twice rapidly. An information panel appears showing the selected Ship's current hit points, the total number of Ships in operation, the selected Ship's fuel usage, its current orders, and new orders. When you select a new Ship, the new orders will appear as "(NO CHANGE)." To change the orders, position the cursor over the ORDERS option and press the **X Button** or the **Y Button** to cycle through the options.



Two options (FLIGHT/LAND and FLIGHT/HOVER) require you to select a destination Marker. Select a Marker by positioning the cursor over the Marker number and pressing the **A Button**. Select the letter A to send a Ship to the Alien City. If your spies have not yet discovered the Alien City, Jus order will not be obeyed.) Your options are:

(NO CHANGE)	Nothing will happen.
LANDING	Ship will attempt to land at current location.
HOVERING	Ship will hover at current location.
FLIGHT/LAND	Ship will fly to the selected Marker and attempt to land there.
FLIGHT/HOVER	Ship will fly to the selected Marker and hover there.
CONSTRUCT LAUNCHPAD	Available to Explorer Ships only. It will construct a launchpad at its current location and then land on it. You may start a new colony at the launchpad site by constructing a Flux Pod, which must be adjacent to the launchpad, then other buildings as needed.
FLY TO ENEMY CITY	Ship will attack Alien City. The Ship will not obey this order if the city has not been discovered.

Hit Points

Hit points for each Ship are shown as current points/maximum points. When the current hit points are reduced to zero, the Ship is destroyed.

Fuel Usage

Once a Ship is built, it will not contain any fuel unless there are Fuel Tanks nearby. If there are no Fuel Tanks within eight squares of the Launch Pad, at least one Fuel Tank will have to be built before the Ship can take off. After building your Fuel Tanks, make sure to fill them. You can trade for fuel, the tanks are filled automatically, or extract it from the ground by placing Chemical Plants over fuel deposits. On each Spaceship display panel, fuel is shown as current fuel on ts/maximum fuel on ts.

Ships use fuel during takeoff, landing, flying, and hovering. Therefore, you should land a Ship when not in use. You can refuel a Ship by landing it on a Launch Pad (you will need to place a Marker on the Launch Pad to do so). If there are Fuel Tanks nearby and if there is enough fuel available, the Ship will refuel automatically to full capacity. If fuel runs out while a Ship is airborne, it will crash. With the proper facilities and enough money, your scientists may eventually develop a new invention called a Matter Transporter which will allow you to refuel your Ships in flight.

Attacking an Enemy City

Your spies have brought back reports that the alien colony is vulnerable. Their Tech Level is quite low, and their defenses are poor. Should you wait for the inevitable attack, or take the initiative and strike first? If you choose to attack you may be able to set your opponent's back years, or even wipe them out completely. Besides, everyone knows that successful battles are good for morale!

When you send your Tanks and Spaceships to destroy the alien city, you'll receive progress reports from the front, but won't be able to view the assault directly. Check the Spy Information Panel for the latest information and confer with your Supreme Commander if you need advice. You may send reinforcements at any time, but remember that any forces sent to the alien city will not be available to defend your colony.

THE COLONISTS

Each colony starts out with 100 colonists. The population will increase or decrease as a result of births and deaths, although the general trend will be a gradual increase over time.

Births and Deaths

The initial birth rate is set to LOW. You may change this to MEDIUM, HIGH, or NONE, depending on how quickly you want the population to increase. To set the birth rate, first you must build a Hospital. See the section on **BUILDINGS** for more information on Hospitals. A small number of deaths occur each month as a result of natural causes. However, the death rate will increase rapidly if your colony is attacked by alien forces, if a virus strikes, if the crime rate increases, or if you run short of food or air.

Invasion

To prevent serious losses in the event of an enemy invasion, build adequate defenses and stay on the alert for attacks. Once your Tanks and Spaceships are in place, you may want to launch your own pre-emptive strike against the alien city.

Illness

Building more Hospitals can help contain the spread of deadly viruses. If you fund Civilian Research, your Scientists eventually will discover a vaccination that provides immunity to all known viruses.

Crime

The crime rate increases when the colonists' morale deteriorates. This is true especially in large populations. Security headquarters can help combat this problem. The various types of crimes found in the colony are described later in this section.

Life Support

Each Hydroponic dome supplies the nutritional needs of 100 colonists. A single Life Support facility produces enough air for 400 colonists. Surplus FOOD and AIR also can be stored for future use. Check occasionally with the Colony Administrator to ensure that your supplies aren't running low. You should build more facilities if Usage is equal to or greater than Production.

Employment

Colonists may be employed in the following areas.

Workers	Employed in construction of new buildings
Technicians	Employed in Hydroponic domes, Power Stations, Life Support facilities, Arms Labs, Chemical Plants, Mines, Ship and Tank Yards, and Workshops
Medics	Employed in Hospitals
Scientists	Employed in Laboratories
Security	Employed in Security Headquarters

The Psychiatric Advisor reports on current employment figures. The average number of employees is 50 per building. Vacancies are filled in the following order of priority: food, power, and life support systems first, followed by construction and then industry and service jobs.

Crime

Although you may be attempting to create the ultimate utopian community, your colony is not immune from the evils of crime. Crime tends to increase as the population grows, especially if morale is low. Of course, it also has the effect of lowering the colonists' morale even further. To counteract crime in the community, you should strive to increase morale among the colonists, and a few Security headquarters wouldn't hurt either. There are four levels of crime, as described below.

Theft

Unscrupulous computer hackers infiltrate the colony's financial computers and secretly transfer funds to their own accounts. Can't these guys make an honest living?

Murder

If your colony experiences a wave of unexplained deaths, the answer could be murder. You should take immediate steps to end the violence and regain control of the situation.

Terrorism

You may receive anonymous bomb threats if the people are truly unhappy with the way you're running the colony. These terrorists will go to any lengths to get their point across, including the random destruction of colony buildings. So couldn't they just write to their congressman?

Assassination

The ultimate no-confidence vote. Your unhappy subjects hire an underworld (or in this case otherworld) hit man to force you into permanent retirement. Time to ask for a reassignment.

RESEARCH

In order to carry out research within the colony, you must build Laboratories and provide money for Military and Civilian Grants. Research is important because it eventually leads to the development of new and useful inventions, described in detail below. If you build Laboratories but do not give Grant money, research will occur at a much slower pace. For fastest scientific progress, build as many Laboratories as you can and be generous with your funds.

Research directly affects the colony's **Tech Level**, which begins at Level 1 and increases as new inventions are discovered. The maximum Tech Level is Level 10. The Head of Research is responsible for keeping you up-to-date on your Tech Level, numbers of Laboratories and Scientists, and current Grant levels.

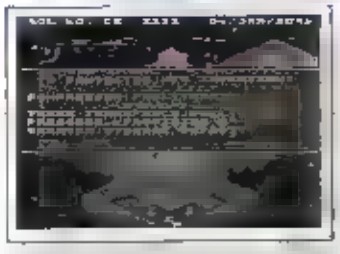
Grants

Most research draws from the **Military Grant**, which should be funded accordingly. Your generosity will be rewarded by new weapons and improved defense systems. The **Civilian Grant** funds research into environmental issues such as pollution control and more efficient production methods. The Grants will decrease over time, so remember to check periodically with the Head of Research and add more money as needed. Grants are funded on the Finance Screen. For more information, see the section of this manual entitled **FINANCE AND INDUSTRY**.

Inventions

When a new invention is created, a message appears on the screen explaining what the device is and how to use it. Many inventions take the form of new buildings which appear on the Buildings Screen, either as replacements for

existing buildings or in addition to them.



Bomb Detector
Detects even the smallest trace of explosives. Once invented, these sensitive scanning devices are installed automatically throughout the colony to deter terrorists and enemy saboteurs.

Compressed Fuel Tanks
Safely store greater amounts of fuel under pressure. These tanks replace the existing, less efficient Fuel Tanks.

Fuel Detector
Uses a sonar device to scan the entire surface of the planet for underground fuel deposits. Switch to Fuel Mode on the Map Screen to see all available fuel deposits.

Fusion Cruiser Spaceship
This nuclear-powered Cruiser has a distinct advantage in that it never needs refueling. These ships are constructed in the same way as all other ships and require both ore and weapons.

HDX Missile Launcher
Uses HDX (High Devastation eXplosive) to wreak havoc against the enemy. Because of their smaller mass, these missiles also have a greater range. This weapon replaces the existing Missile Launcher.

Hover Tank
This new vehicle has superior armor and weapons, as well as the ability to hover just above the ground. This feature allows it to cross easily over space moss, rocky terrain, ice floes, and other landscape features that stop normal Tanks in their tracks. Your existing Tank Yards will re-tool and immediately begin production of the new model.

Land Mine
This intelligent device will detonate only when an enemy land vehicle passes over it. Place land mines as you would any other building. Mines cannot be moved once they are placed.

Long Distance Radar
The invention of high penetration microwaves gives this new device a greater range than standard radar. Long distance radar replaces the standard radar installation on the Buildings Screen.

Matter Transporter
Automatically refuels Spaceships in flight by drawing fuel from the Fuel Tanks and beaming it on board. Must be built close to Fuel Tanks.

Meteor Scanner
Uses a high-performance pulse laser to detect and destroy meteors in deep space before they strike the colony.

Morgro Hydroponics
A more efficient means of growing tasty, nutritious food — you'd never know it was pond scum — uh, I mean algae. This new and improved facility replaces the original Hydroponic dome on the Buildings Screen.

Ore Detector
Scans beneath the surface of the planet for hidden ore deposits which are now plainly visible. Switch to Ore Mode on the Map Screen to see all available deposits.

Plasma Turret
A more powerful version of the good ol' Laser Turret which it replaces on the Buildings Screen.

Solar Generator
Thanks to superconductor technology, this new Solar Generator can produce twice as many power units as a normal Solar Panel. The new version replaces the old version on the Buildings Screen.

Space Moss Converter
Space moss is a strange type of fungus that appears on the surface of many planets and it prevents you from building wherever it grows. Now scientists have discovered a way to extract life giving oxygen from the moss. Space Moss Converters must be placed directly on top of the moss. The oxygen collected from the space moss will supplement the production of your existing Life Support facilities.

Spy Satellite
This early warning device makes radar obsolete. Once the satellite is in place, the Map Screen will show all enemy units in your sector even if they are outside the range of your current radar installations.

Tank Teleport
This breakthrough in high energy physics allows you to send Tanks immediately to the area of a potential enemy attack. Drive a Tank onto the Teleport, then switch to Information Mode and press the **B Button** to display the Teleport Information panel. Simply select a Marker and the tank will transport immediately to that location. Sure beats driving, doesn't it?

Vaccine
When you establish colonies on remote planets, the threat from deadly strains of rare, exotic bacteria and viruses is an occupational hazard. Alien races sometimes unleash these biological weapons on your colony in a devious attempt to crush the population and destroy morale. The funding of Civilian Grants allows Medics to develop an adaptable proto-enzyme that seeks out and attacks any new strain of virus. This compound is the basis for a new wonder vaccine that gives your colonists complete immunity.

SAVE GAME

To save the current game or select other game options, press the **B Button** to display the Hand cursor, then select the **Save Game** icon in the Computer Chip at the bottom of the Main Screen and press the **A Button** to display the **Save Game Panel**. To select an option, use the Control Pad to highlight that option and then press the **A Button**. Your options are:

START NEW GAME
Select this option to start a new game, either on the same planet or on a different planet. When you select this option, the list of planets appears. See the section on **GETTING STARTED** for more information.

SAVE CURRENT GAME
Select this option to save the current game. The words SAVE SUCCESSFUL should appear on the screen. You may save only one game on your Game Pak. Saving a game will erase any previously saved game.

PLAY SAVED GAME
Select this option to exit the current game and load the saved game.

MUSIC ON/OFF
Select this option to toggle the music on or off.

TROUBLESHOOTING GUIDE

With so many things to keep track of, you may find yourself running into problems in one or more areas. The following guide may help you solve the problems you'll encounter in the day-to-day business of running a colony.

You are unable to construct a building

- You are trying to build on top of another building.
- You are trying to build on top of a terrain feature or wreckage.
- You do not have enough money to build — try again later.
- You do not have enough colonists to build — try again later.
- The colonists are at a sports event.

You cannot obtain information about a building

- You are not in Information Mode. Press the **X Button** until the Question Mark cursor appears. Then position the cursor over a building and press the **A Button**.

Too many colonists are dying

- The birth rate is set too low. Increase the birth rate through the information panel displayed when a Hospital is selected in Information Mode.
- There is insufficient food or air. Check with the Colony Administrator to review your stores. If you need more food, build Hydroponics domes. If you need more air, build Life Support facilities.

- Build more Hospitals to combat disease.
- Your colony is overcrowded. Check the population density level with the Senior Psychiatric Advisor. Build more Living Quarters if the population density is over 100.
- Colonists are being murdered. Build more Security headquarters.

The crime rate is high

- Construct more Security headquarters. This will lower the crime rate within a few months.
- Raise the colonists' morale and Quality of Life. See the section of this manual entitled **QUALITY OF LIFE** for more information.

No research is taking place

- Build more Laboratories.
- Give more money to the Military and Civilian Grants. See the section entitled **FINANCE AND INDUSTRY** for more information.

Your Mines and/or Chemical Plants are not producing

- They are built on the wrong location. Use the Map Screen to locate ore and fuel deposits. Make sure you are building Mines on top of ore deposits and Chemical Plants on top of fuel deposits.
- Your Stores and/or Fuel Tanks are full.

You cannot perform manual trade

- You have already performed manual trade this month.
- The computers are down — wait for them to be fixed.
- You have no active Command Center.

You keep being told to build more Stores

- Your Stores are overstocked with a particular item. Trade the surplus and cut production in a particular area if needed by demolishing the buildings associated with that item. See the section on **FINANCE AND INDUSTRY** for more information.

No Tanks are being built

- You do not have enough Ore or Weapons. Check your current stores on the Finance Screen. To produce more Ore, build more Mines (use the Map Screen to make sure they're on top of Ore deposits). To produce more Weapons, build more Arms Laboratories . You also may buy these items on the open market. See the section on **FINANCE AND INDUSTRY** for details.
- There are no open squares next to the Tank Yards. Free up one or more spaces by moving a Tank or demolishing a building.
- You do not have an active Command Center.
- You do not have sufficient power. Build more Solar Panels or Power Stations.

You cannot get a Tank to move

- The route to the Marker is exceptionally complicated. Clear a path for the Tank or select a different Marker.

No Spaceships are being built

- You do not have enough Ore or Weapons. Check your current stores on the Finance Screen. To produce more Ore, build more Mines (use the Map Screen to make sure they're on top of Ore deposits). To produce more Weapons, build more Arms Laboratories. You also may buy these items on the open market. See the section on **FINANCE AND INDUSTRY** for details.
- You have not given orders to build a Ship. See the section on **DEFENDING YOUR COLONY** for more information.
- You do not have a Launch Pad immediately next to the Ship Yard. Build a Launch Pad so the Ships can appear.
- You do not have an active Command Center.
- You do not have sufficient power. Build more Solar Panels or Power Stations.

Your Spaceships will not take off

- There are no Fuel Tanks close to the Launch Pad. Build Fuel Tanks within eight squares of the Launch Pad.

- There is no fuel available. Use the Map Screen to locate fuel deposits and build Chemical Plants on top of them. You may also trade surplus goods for fuel.

Your Spaceships are running out of fuel and crashing

- You have not refueled recently. Your Ships will refuel automatically when you land on a Launch Pad, provided there are Fuel Tanks nearby and that you have an adequate supply of fuel.
- Your Fuel Tanks are too far away from the Launch Pad. Build Fuel Tanks within eight squares of the Launch Pad.
- Your Fuel Tanks are empty. Buy or produce more fuel.
- Your Ships are hovering. Land a Ship when not in use to conserve fuel.

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your Game Pak, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-215-2359

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco Major Player's Hotline!

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the SNES with respect to the receiver
- Move the SNES away from the receiver
- Plug the SNES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio/TV Interference Problems*. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

CONTRIBUTING STAFF

GREMLIN GRAPHICS SOFTWARE LTD.
(Sheffield, England)
Ian Stewart,
Managing Director
James North-Hearn, Technical Director

Game Design
Graeme Ing

Game Code
Simon Blake, Graeme Ing

Game Artwork
Richard Hill

JALECO LTD.
(Tokyo, Japan)
Y. Kanazawa, President

Product Management
H. Saiguza, T. Kaneko, H. Nunokawa, and all at Jaleco Ltd.

JALECO USA
(Wheeling, IL)
Howard Rubin, President

Product Management
Jeff Hill, Scott Lawrence

Advertising/Marketing Manager
Earl Bless

International Coordination
Masao Ohata, Oliver Tang

Management & Supervision of Marketing, Advertising, & Package Design
Susan Kazmer (President, Marketing Solutions)

Package Design & Layout
Murrie White Drummond Lienhart & Associates - Dan Carstens (Account Executive), Adrienne Muryn (Designer)

Package Copy Writer
Mike Landers

Instruction Manual Writer
Kate Hunt

Instruction Manual Design & Layout
Jack Nichols (Jack Nichols Design)

Game Testers (USA)
Gloria Adams, Baki Allen, Eric Bensler, Michael Hardt, Mike Lee, Butch O'Malley, Eric Rosenzweig, Joe Sislow

I'd like to thank all of you who bought me book. I wrote it in my spare time...it says here.

Watch for new Jaleco video games for the Super Nintendo Entertainment System ® in coming months. And remember, Jaleco makes great video games for the Nintendo Entertainment System ® and the Nintendo Game Boy ® as well!

JALECO USA INC.
685 Chaddick Drive
Wheeling, IL 60090

(708) 215-1811 (Main Office)
(708) 215-2359 (Game Help)

Jaleco ®, the Jaleco logo, and Brawl Brothers ™ are registered trademarks and trademarks, respectively, of Jaleco USA Inc. Nintendo ®, Super Nintendo Entertainment System ®, Nintendo Entertainment System ® and Nintendo Game Boy ® are registered trademarks of Nintendo of America Inc. © 1993 Jaleco USA Inc. All rights reserved.
Printed in Japan.

Vinnie's Lair